THE STELLAR PATROL

Prepare to be teleported 120 centuries into the future and hurtled out of your Stellar Patrol spaceship mere moments before it explodes.

And if the first five minutes of PLANETFALL don't kill you, you'll really have your work cut out for you. Because the planet on which you crash-land is plagued with floods, pestilence and a mutant Wild Kingdom. And during the next couple of days or more, you'll be confronted by the bizarre, the baffling and the inexplicable. *What destroyed your vessel? Why are there buildings* but no inhabitants? How does one gain entry to the secret recesses of the vast scientific installations? And who is that little fellow who keeps following you around? (It is, in fact, Floyd, a multi-purpose robot who has the personality of an eight-year-old and whose memory banks may hold the secrets of this strange planet. In short, the ideal companion with whom to brave your new world as you explore its secrets and dare its dangers.)

Laughs, thrills, tears and triumph. You'll find it all in PLANETFALL. Have a swell trip, and don't forget to drop us a postcard!

WANTS YOU!

STELLAR PATROL: IT'S NOT JUST A JOB— IT'S AN ADVENTURE!

PLANETFALL®

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I*: About *Planetfall*.

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SECTION I: ABOUT *PLANETFALL*

Preface to the Story

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the Empires of Tremain and Galium formed the Third Galactic Union. Ships of the Stellar Patrol (a pseudo-military wing of the Union government on Tremain) began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of the planet Gallium. Although it is one of the most politically powerful worlds in the Union, Gallium is no garden spot. In fact, the Gallium Chamber of Commerce brochure entitled "Ten Great Reasons to Visit Gallium" ends on page 3. The author ran out of reasons after listing just two.

For five generations, your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join up.

Now, more than a year after signing up, and two months after being transferred to the S.P.S. Feinstein, you are still only ranked Ensign Seventh Class. Your superior officer, Ensign First Class Blather, has been making your life miserable. You're beginning to wonder if you're really cut out for the Stellar Patrol...
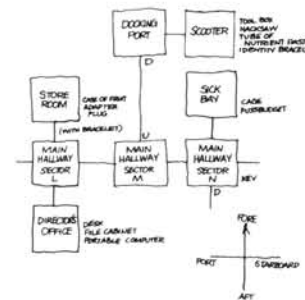
Hints

IBM version only

This version of *Planetfall* includes hints! If you ever get stuck, you can type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen. Most of the hints are nudges in the right direction; the last hint in the sequence is usually a complete answer.

Sample Transcript and Map

This transcript is not from *Planetfall*, but it will give you a good feeling for how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.

>WAIT
Time passes...
As the scooter enters the station's docking port, the retro-thrusters bring it to a halt. The port fills with air and the scooter's hatch opens.

>LOOK
Scooter, in the pilot's couch
You are in a cramped one-man space scooter. Through the viewport, you see the docking port of Space Station BG-12. The scooter's hatch is open. You can see a toolbox here.

>OPEN THE TOOLBOX
You can't reach it from the pilot's couch.

>STAND UP
You are standing again.

>OPEN THE TOOLBOX
It's locked.

>LEAVE THE SCOOTER
Docking Port
This is the huge docking port of the space station. Only one ship is here at the moment, a one-man scooter, so the docking port seems unusually empty. A tube leads down toward the heart of the station.

>DOWN
Main Hallway, Sector M
This is the station's main corridor, which continues port and starboard. A tube leads up toward the docking port.

>STARBOARD
Main Hallway, Sector N
This is the station's main corridor, which continues to port and starboard. A room lies to fore, and a tube leads down to the next level of the station. Lying at the base of the wall is a key.

>TAKE THE KEY
Taken.

>EXAMINE IT
The key is one of those new all-purpose keys that molds itself to any lock. A typical example of Garfoogian ingenuity.

>FORE
Sick Bay
Like the rest of the station, the medical facility is deserted, even though regulations require that the sick bay be staffed around the clock, ten chrons a day! The only exit is aft. At the far end of the room, inside a steel cage, is a Thoosian Fussbudget, apparently asleep.

>WAKE THE FUSSBUDGET
It jumps to its feet, all twelve of them. "Hey, what's going on? Who are you? Lemme outta here!"

>OPEN THE CAGE
The cage is locked.
"Open the cage!" begs the Fussbudget, clawing at the bars. "I'm claustrophobic! I'll starve to death! I wanna go jogging!"

>UNLOCK THE CAGE WITH THE KEY
This seems to be one of those new sophisticated all-purpose-key-proof locks. "Break the bars! Get an acetylene torch! Find a teleporter! I've got an appointment with my lawyer in five minutes! I'm allergic to cages!" The Fussbudget begins sneezing wildly.

>AFT.PORT.UP.ENTER THE
   SCOOTER.UNLOCK THE TOOLBOX
   WITH THE KEY
Main Hallway, Sector N

Main Hallway, Sector M

Docking Port
   You are beginning to get hungry.

Scooter
   You can see a toolbox here.

The toolbox is now unlocked.

>OPEN THE TOOLBOX
Opening the toolbox reveals an identity bracelet, a hacksaw, and a tube of nutrient paste.

>TAKE ALL FROM THE TOLBOX
[I don't know the word "tolbox."]

>OOPS TOOLBOX
identity bracelet: Taken.
hacksaw: Taken.
tube of nutrient paste: You're carrying too much weight already.

>INVENTORY
You are carrying a hacksaw, an identity bracelet, a key, and a box of radioactive isotopes. You are wearing a Patrol uniform.

>DROP ALL BUT THE HACKSAW AND
   THE BRACELET THEN TAKE THE TUBE
key: Dropped.
box of radioactive isotopes: Dropped.
Patrol uniform: You'll have to remove it first.

Taken.
   You are now quite hungry.

>EAT THE PASTE
Mmmm...one of your favorites...anchovies and peanut butter. You empty the entire tube, and your hunger dissipates.

>OUT.DOWN.STARBOARD.FORE
Docking Port

Main Hallway, Sector M

Main Hallway, Sector N

Sick Bay
   "It's about time you got back. You think it's fun being locked in a cage? What if there was a fire?"

>CUT THE BARS WITH THE HACKSAW
You cut through one of the bars. The Fussbudget sticks its head through the gap. "Come on, cut some more! I'm almost out...do you think these edges where you cut the bars are sharp?"

>AGAIN
You cut a second bar. The Fussbudget squeezes through and leaps to the floor. "Thanks, bud. By the way, I'm a Fussbudget." It hops across the room and pokes four or five eye stalks cautiously through the doorway. "Where is everyone? Hey, that looks like a tube of nutrient paste you've got there."

>GIVE THE TUBE TO THE FUSSBUDGET
The Fussbudget grabs the tube, wildly squeezes it with all six hands, and then throws it to the deck. "Empty! If I don't eat something soon I'll get sick."

>AFT
Main Hallway, Sector N
   The Fussbudget gangles after you.

>PORT
Main Hallway, Sector M
   The Fussbudget gangles after you.

>PORT
Main Hallway, Sector L
   This is the station's main corridor, which continues to port and starboard. Rooms lie fore and aft.
   The Fussbudget gangles after you. It suddenly notices your identity bracelet. "Hey, if you gimme the bracelet, I can get us lotsa food, whaddya say, huh?"

>GIVE BRACELET TO FUSSBUDGET
The Fussbudget grabs the bracelet and dashes forward.

>FORE
You bounce off an invisible security barrier.
   Within the room, you can see the Fussbudget, wearing the bracelet, greedily devouring a whole crate of Mondoweed fruits.

>FUSSBUDGET, GIVE ME THE
   BRACELET
Without looking up or pausing for a second, the Fussbudget tosses you the bracelet.

>PUT ON THE BRACELET
You are now wearing the bracelet.

>FORE
Store Room
This is a small storage room of some sort. A hallway lies aft.
   You can see an adapter plug here.
   The Fussbudget is just shoving the last few fruits into its huge mouth."All the food is gone," it says with its mouth full. "Where am I gonna sleep tonight?"

>AFT.AFT
Main Hallway, Sector L
   The Fussbudget gangles after you.

Director's Office
   This is the office of the station manager. It is simply furnished, with a file cabinet and a desk. There's an electrical outlet on one wall.
   Sitting on the desk is a portable computer and a slip of paper.
   The Fussbudget gangles after you.

>READ
[What do you want to read?]

>SLIP OF PAPER
[taking the slip of paper first]
"Buy milk. Dentist at 3300. New password is 133."

>TURN ON THE PORTABLE COMPUTER
Nothing happens.
   The Fussbudget shivers. "Does it seem chilly in here? I hate drafty places." A look of concern crosses its face. "Do you think the heating units have failed?"

>EXAMINE THE COMPUTER
The portable computer has a screen, a keyboard, and a power cord. The screen is blank.
   The Fussbudget says, "See ya later, bub. I'm gonna go catch some winks." It gangles out.

>PLUG THE POWER CORD INTO THE
   ELECTRICAL OUTLET
The cord ends in a nine-prong plug, but the outlet will only accept five-prong plugs.

>FORE.FORE
Main Hallway, Sector L

Store Room
   The Fussbudget is snoring loudly in the corner.
   You can see an adapter plug here.

>TAKE
[the adapter plug]
Taken.

>EXAMINE IT
The adapter seems designed to fit nine-prong plugs into five-prong outlets.

>AFT.AFT.PLUG THE ADAPTER INTO
   THE SOCKET.PLUG THE CORD INTO
   THE ADAPTER.
Main Hallway, Sector L

Director's Office
   Sitting on the desk is a portable computer.

Done.

Done.

>TURN ON THE COMPUTER
The computer beeps and the screen lights up, saying, "Please type password."

>TYPE "133"
The screen says "Password accepted. Type 7 for memo file, 11 for correspondence file."

>TYPE 7
The last page of the memo pad appears on the screen:
   "22-Bozbar. All personnel have teleported down to the planet. I'll join them within the chron, but I wanted to say goodbye to this old station; it's too bad we couldn't stop that reactor build-up. By the way, the latest reading for Critical is 6400."

>TIME
Adjusted Galactic Standard Time is exactly 6396.

>FORE
Main Hallway, Sector L
   Suddenly, a giant fireball engulfs the entire station.

**** You have died *****

Your score is 9 points out of a total of 80, in 92 moves. This gives you the rank of pot scrubber.

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon.
   A few historians of interactive fiction think that Meretzky's first job, packing nuts and bolts for his father's hardware business, was the formative moment of his writing career. A few other people think that there's absolutely no connection. Most people don't think about it at all.
   Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo).
   Planetfall is Meretzky's first work of interactive fiction. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.
   While at Infocom, a heart-warming inter-office romance blossomed between Steve and the Sales Department's Elizabeth Rock. Married since September of 1985, Steve and Betty have one child, Daniel.
   Other works of interactive fiction by Steve Meretzky:
   Sorcerer" (1984)
   The Hitchhiker's Guide to the Galaxy" (1984) (with Douglas Adams)
   A Mind Forever Voyaging" (1985)
   Leather Goddesses of Phobos" (1986)
   Stationfall" (1987)

SECTION II:
ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What is interactive fiction?

Interactive fiction is a story in which *you* are the main character. Each interactive story, such as *Planetfall*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Planetfall*, time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

In the story, time is kept in millichrons, the galactic standard. A thousand millichrons make up one chron, and ten chrons make up one day. In addition to keeping track of the time, *Planetfall* measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 80 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Planetfall*, follow the instructions in the relevant section in the manual.

On your screen, you will see a description of the opening location of the story, Deck Five, followed by the prompt (>), indicating that *Planetfall* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

>INVENTORY
>EXAMINE THE PATROL UNIFORM
>WALK STARBOARD
>DROP THE CHRONOMETER

You should now have a feel for interacting with the story. *You* decide what to do next.

Saving and restoring: It will probably take you several days to complete *Planetfall*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring in the relevant section. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Planetfall* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions in the relevant section. You can then continue the story from your save. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) *Planetfall* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Planetfall* will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must SAVE if you want to be able to return to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Planetfall*, you type your commands in plain English each time you see the prompt (>). *Planetfall* usually acts as if your commands begin with "I want to...," although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; *Planetfall* doesn't care either way.

When you have finished typing your input, press the RETURN (or ENTER) key. *Planetfall* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Planetfall recognizes your words by their first *nine* letters, and all subsequent letters are ignored. For example, *Planetfall* would not be able to distinguish between DEMONSTRAtion, DEMONSTRAtive, and DEMONSTRAtor.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

Planetfall understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Planetfall*:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE METEORITE
>OPEN THE HATCH
>READ MANUAL
>LOOK UNDER THE OPERATING TABLE
>LIE DOWN IN THE ACCELERATION COUCH
>EXAMINE THE SHINY LASER RIFLE
>PUT POWER PACK IN RIFLE
>SHOW MY ANTENNAE TO THE ALIEN AMBASSADOR
>SHOOT THE MENACING ALIEN WITH THE SHINY LASER RIFLE
>ASK THE SENTIENT CRAB ABOUT THE ELECTRON MICROSCOPE

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

>TAKE THE MEGAFUSE AND THE TANGERINE
>DROP THE BOTTLE OF ARGON, THE SPOON, AND THE LEMMING FOOD
>PUT THE MATTER AND THE ANTI-MATTER IN THE BOX

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>PUSH THE BUTTON. ENTER THE SPACE SCOOTER THEN SHUT THE HATCH

If *Planetfall* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>EXAMINE THE OXYGEN TANK. TAKE IT. PUT IT ON.
>TURN ON THE HYPERSPATIAL COMPUTER. PROGRAM IT. TURN IT OFF.
>PICK UP THE ENERGY TABLET. SMELL IT. SWALLOW IT.
>TAKE ALL
>TAKE ALL TOOLS
>DROP ALL TOOLS EXCEPT THE WRENCH AND THE PHOTON SPANNER
>TAKE ALL FROM THE CARTON
>PUT ALL IN THE POCKET OF THE JUMPSUIT
>GIVE ALL BUT THE BATTERY TO THE BROKEN CYBORG

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

There are two kinds of questions that *Planetfall* understands: WHERE IS (something) and WHAT IS (something). For example:

>WHAT IS A GRUE?
>WHERE IS FUSSBUDGET?

When you meet intelligent creatures in *Planetfall*, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>ZEKE, HELLO
>CAPTAIN MEASEL, TELL ME ABOUT THE ASTEROID
>UNCLE OTTO, GIVE ME YOUR WALLET
>PLATO, WHERE IS THE CREW?
>BOY, RUN HOME THEN CALL POLICE
>GALACTIC OVERLORD, PICK UP THAT PLANETOID. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

Planetfall tries to guess your intention when you give incomplete information. When it does so, it will tell you. For example:

>UNLOCK THE CONTROL PANEL
(with the key)
The panel is now unlocked.

or

>SHOOT THE SEVEN-HEADED PURPLE ALIEN
(with the seven-headed purple alien gun)
A bolt of energy vaporizes one of the alien's heads. Unfortunately, it continues to advance, and there isn't a six-headed purple alien gun in sight.

If your command is ambiguous, *Planetfall* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>SHOW THE HOLOGRAM
Who do you want to show the hologram to?

>THE BUG-EYED MONSTER
The monster takes one look at the hologram of the slime pits of its homeworld, has an acute attack of homesickness, and runs off in search of a travel agent.

or

>GIVE THE MELON TO THE ALIEN
Which melon do you mean, the honeydew melon or the moldy Venusian melon?

>MOLDY
The alien, grateful for such a delicious homeworld delicacy, gives you its time travel belt.

Special Commands

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a turn. Type the command after the prompt(>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing SHOOT THE LASER AT THE RADIUM-POWERED ROBOT then typing AGAIN would be like trying to kill the robot twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Planetfall* to fully describe a location only the first time you enter it. On subsequent visits, *Planetfall* will tell you only the name of the location and any objects present. *Planetfall* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells *Planetfall* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Planetfall* will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Planetfall* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE - *Planetfall* will give you a report of your physical condition.

IBM users only

HINT - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

INVENTORY - *Planetfall* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location. You can abbreviate LOOK to L.

OOPS - If you mistype a word, such that *Planetfall* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "[I don't know the word 'garndma']" you could type OOPS GRANDMA rather than retyping the entire sentence.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section . You can abbreviate QUIT to Q.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This restores a previously saved position. See "Starting and Stopping"/for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read the relevant section for details.

SUPERBRIEF - This command tells *Planetfall* to give you the sparsest level of description. See BRIEF above.

TIME - This will give you the current time in the story.

UNSCRIPT - This tells your printer to stop making a transcript.

VERBOSE - This command tells *Planetfall* to give you the wordiest level of description. See BRIEF above.

WAIT - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a trip to Rigel Seven, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met an alien robot, you might WAIT to see if it will say anything; if you were aboard a moving space scooter, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Tips for Novices

1. Draw a map. It should include each location, the connections to adjoining locations, and any interesting objects there. Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTH-EAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE as much things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of— even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Planetfall*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play *Planetfall* with a friend! As the dual-brained worms of Nebulon are fond of saying, "Two heads are better than one."

IBM users only

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't *need* to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript to get a feel for how interactive fiction works.

11. You can word a command in different ways. For example, to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL
>TOSS THE COIN INTO THE WELL
>PUT COIN IN WELL

If you type a sentence that *Planetfall* doesn't understand, try rephrasing it or using synonyms. If *Planetfall* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints

Planetfall will complain if your input confuses it completely. *Planetfall* would then ignore any further sentences on your input line. (Certain events, such as being attacked, will also cause *Planetfall* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Some of *Planetfall's* complaints:

I don't know the word "_____". That word is not in the story's vocabulary. Using a synonym or rephrasing may help; more likely, you're just barking up the wrong tree. *Planetfall* recognizes over 600 words, all that you need to use and most that you're likely to use. However, *Planetfall* uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater" but discover that *Planetfall* doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

You used the word "_____" in a way that I don't understand. *Planetfall* knows the word but couldn't use it in that sense. Usually this is because *Planetfall* knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but *Planetfall* might know LOWER only as a verb, as in LOWER THE WINDOW SHADE.

There was no verb in that sentence! Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that *Planetfall* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

There seems to be a noun missing in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There were too many nouns in that sentence. An example is CARVE MY INITIALS ON THE TREE WITH THE KNIFE, which has three noun "phrases," one more than *Planetfall* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

You can't see any _____ here! The object you referred to was not visible. It may be somewhere else, or it may be present but in a closed container.

The other object[s] that you mentioned isn't [aren't] here. You referred to several objects in the same sentence, and at least one wasn't visible.

You can't use multiple [in]direct objects with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence isn't one I recognize. The syntax (sentence structure) you used is not among the 300 or so syntaxes that *Planetfall* understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by *Planetfall*. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentehce.

Running the Story on Your Computer

This tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

WHAT YOU NEED

IBM PC AND COMPATIBLES

Required - computer running MS-DOS (version 2.0 or higher)
192 kbytes of RAM
blank disk or hard disk (for your play disk)

Optional - printer (for SCRIPTing)
blank formatted disk (for SAVEs)

ATARI ST

Required - Atari ST series computer

Optional - blank 3.5" disks (for SAVEs) compatible printer (for SCRIPTing)

COMMODORE AMIGA

Required - Amiga computer

Optional - 256 K memory expansion cartridge (for faster execution)
extra 3.5" double-sided disks (for SAVEs)
compatible printer (for SCRIPTing)

MAKING A BACKUP COPY

We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

LOADING THE STORY

IBM PC

One Drive or Two Drive System
1. Insert the play disk (this is the disk you made in the previous section) in drive A or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type in the title of your story (for example ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the optional command line switches (see section on Command Options - switches) that are available.
4. Press <RETURN>. In a few moments the story will begin. If it fails to appear consult the Troubleshooting section.

Hard-Drive System
1. Turn on the computer.
2. Connect to the directory into which you copied the files from the original story disk.
3. Type in the title of the story (e.g., ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g.,HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the command line switches that are available.
4. Press <RETURN>

ATARI ST

Turn on your Atari ST and wait for the desktop to appear. Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose OPEN from the File menu. A standard shortcut is to double-click on the program icon.

COMMODORE AMIGA

Turn on the Amiga and wait for the Workbench to appear. Insert the story disk and open the disk window, then double-click on the story icon.

The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the stories, they must be changed with the "CD" command (for example, CD df1:) Then type in the story name.

TALKING TO THE STORY

Whenever you see the (>) prompt, the story is waiting for you to enter a command. If you make a mistake use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

THE STATUS LINE

At the top of the screen is an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may also display (depending on the game) various other types of information including score, total moves, time, or character attributes.

SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware. The transcript can be started at any point during the game.

Scripting Procedure

Check to see if your printer is ready and has paper, then type: SCRIPT <RETURN>. A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>.

IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you elect to write the transcript to a disk file.
COMMODORE AMIGA ONLY - If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled. To stop the transcript type UNSCRIPT.

SAVING/RESTORING A STORY POSITION

You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

IBM PC

1. Type: SAVE <RETURN>. A message will appear similar to this:
Enter save file name. (Default is A:STORY.SAV):
2. Enter a new file name (legal DOS please) or use the default provided. You may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>.
When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.
Initial default file name (the one displayed the first time you type SAVE) is always "STORY".SAV. Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

ATARI ST

Using a Single Drive

Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. IMPORTANT: You must click with the mouse on the shaded "title bar" area of the inner directory window to display the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond:
OK
If it responds:
FAILED
consult the Troubleshooting section. After saving your story position, you may continue the story.

Using Multiple Drives

If your save disk is in a different drive from the story disk, the save procedure is identical to using a single drive except that you must identify the second drive by changing the directory specification (the line near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. IMPORTANT: You must click with the mouse anywhere INSIDE the inner directory window to display the directory of the save disk.

The following keys are useful for editing items in the file selection box:
- up and down cursor keys - select item to edit.
- left and right cursor keys - position cursor within item.
- backspace and delete keys - erase the character before or after the cursor.
- ESC key - erase the whole item.

Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks as described in Section on SAVING. Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

COMMODORE AMIGA

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.
2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.
3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second drive (e.g., Saves:) or the name of the drive containing it (e.g., df0:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:
OK
If it responds:
FAILED
consult the Troubleshooting section. After saving your position, you may continue with the story.
NOTE: The file "Icon.Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, as in Section on SAVING.

If you want to return to the default position, you can just press the RETURN key.

TROUBLESHOOTING

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items.

IBM PC

1. Make sure all connections on your computer are plugged in, connected properly, and that all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

You can check to see if your game is damaged by using the $VERIFY Command.

Type: $VERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (ie. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type $VERIFY.

After you successfully issue the $VERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear.
GOOD - The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program.
NO GOOD - This indicates that the data on the disk is damaged. Repeat the $VERIFY procedure several times. If possible, repeat the $VERIFY procedure on another computer. If the game ever replies positively, the data is intact and you must look elsewhere for any problems you are encountering.

All disk and printer errors are handled within the story. if you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult the section on Troubleshooting.

ATARI ST

1. Inspect all disks carefully for any visible damage.
2. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out out of paper, etc.
3. Try again: the problem may be only momentary.

If you continue to experience problems, follow this procedure. Reboot the diskette. When the initial screen is displayed, type $VERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear.
1. "DISK CORRECT." The disk has not been damaged and the data is intact. The problem may be with your hardware, probably the disk drive. It is also possible the program contains a bug.

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try $VERIFY on another computer. If the story ever replies "DISK CORRECT", the data is intact. If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged.

COMMODORE AMIGA

1. Inspect all disks carefully for any visible damage.
2. For SAVEs, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper etc.
4. Try again; the problem may only be momentary.

If the story produces an error message, run the following procedure: Restart the story. When the initial screen appears, type $VERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear.
1. "DISK CORRECT." The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug.
2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try the $VERIFY process on another computer. If the story ever replies "DISK CORRECT", the problem is in your hardware. If you repeatedly get an error message on more than one computer, the disk has most likely been damaged.

COMMAND OPTIONS (switches) - IBM PC ONLY

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" / command (e.g. HITCHHIK/r <RETURN>) with a space between the story title and the /.

Here is a list of switches which you may use.

Display Switches

In most cases, your story will be displayed in the most efficient and aesthetic manner posible. However, because of numerous types of hardware configurations and the different graphics characteristics of each story plus your own wants in terms of how the story display should look, you might try the following options:

/c - selects colour output provided colour compatibility and a colour monitor are available. The /c switch also allows you to select foreground and background colours after the switch (e.g., /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m - prohibits colour input. This is the default on machines without colour capability.

Other Switches

/p - If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/f - Disables the UNDO feature in stories that use it. This switch is useful on machines with 256 kbytes or less of memory in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature, in which case the speedup is negligible.

/k - allows you to specify how much memory the story can use in kbytes. (e.g., /k128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

COLOUR DISPLAY - ATARI ST ONLY

If you are using a colour monitor, you can change the colours used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video in the same way.

AMIGA PREFERENCES - AMIGA ONLY

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns) and colour. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial devices.

MEMORY USAGE AND MULI-TASKING - AMIGA ONLY

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes. This can be changed by starting the story from the CLI with a special argument of the form "F/n," where n is the new minimum number of bytes to leave free (for example, Zork F/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory.

1. To start the story ("boot up"), see the relevant section.

2. When you see the prompt (>) on your screen, *Planetfall* is waiting for your input. There are four kinds of sentences or commands that *Planetfall* understands:

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTH-EAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction".

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section .

3. After typing your input, you must press the RETURN (or ENTER) key before *Planetfall* will respond.

4. Your screen display includes a status line which tells you your current location, your score, and the current time (if known).

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping"

7. If you have trouble, refer to the specific section for more detailed instructions.

INFOCOM
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